

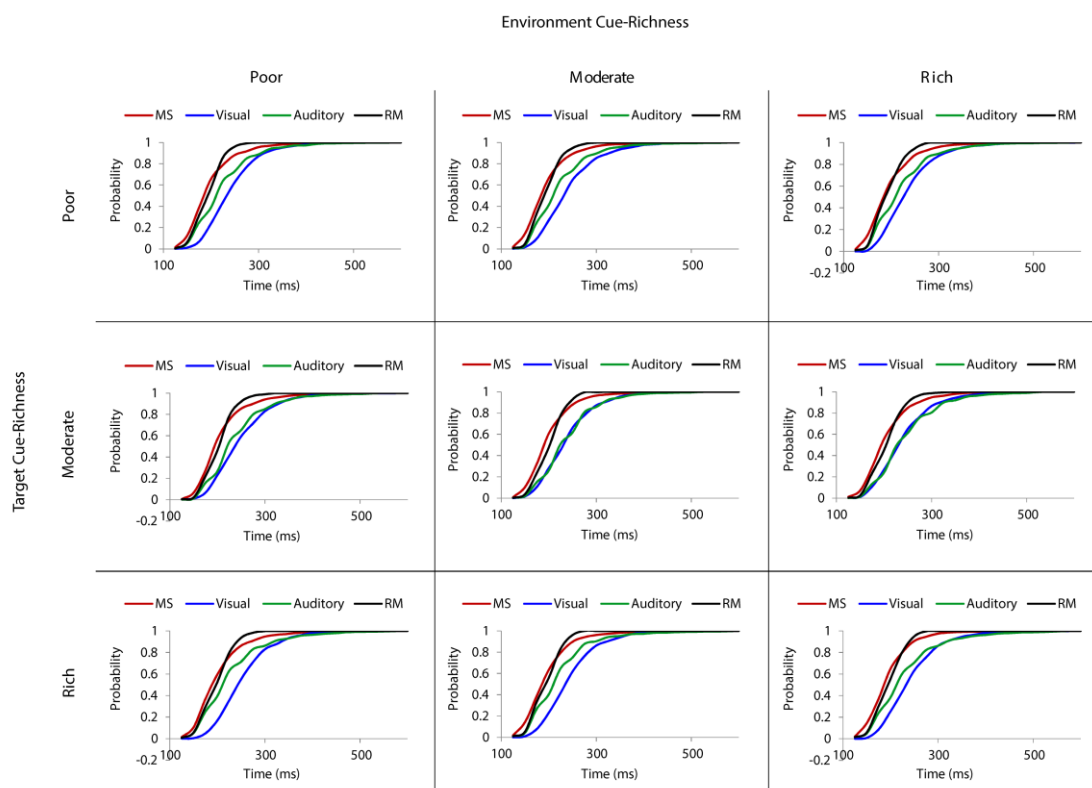
Audiovisual Integration Varies with Target and Environment Richness in Immersive Virtual Reality

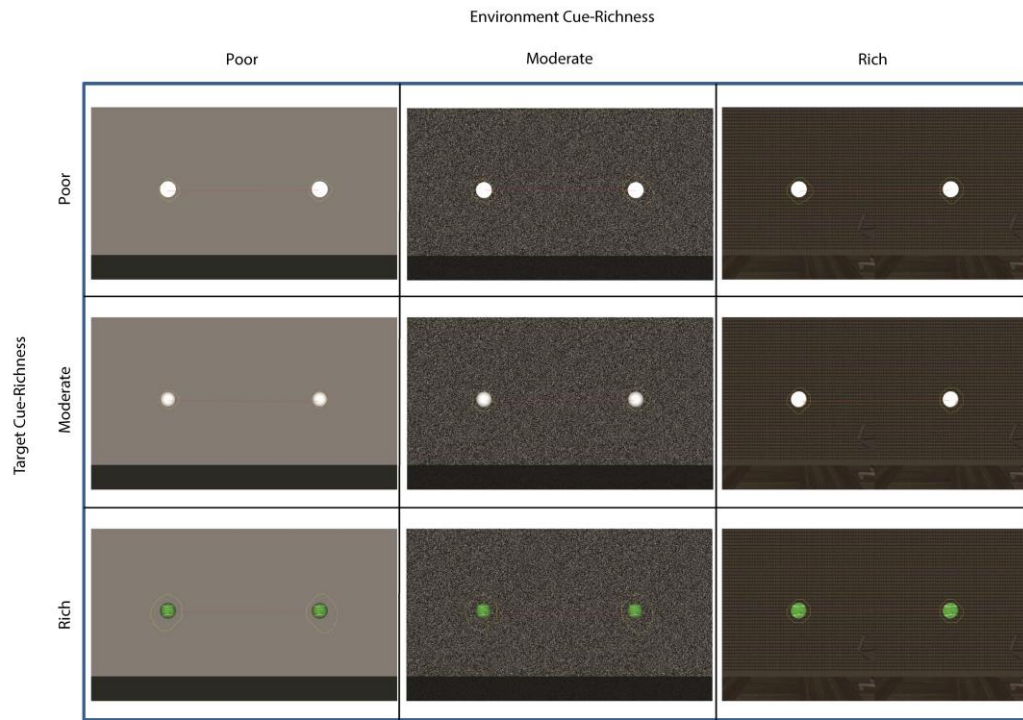
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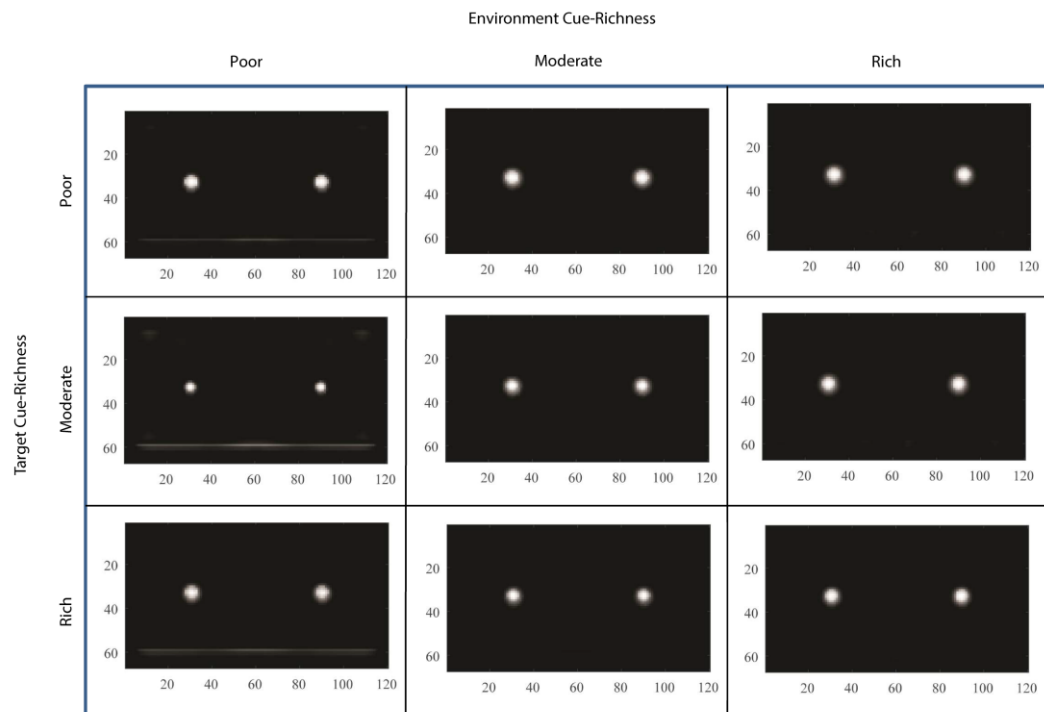
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Supplementary Material





Supplemental Figure 2: First and second attended locations as identified using the saliency toolbox for Matlab. Images are dual-eye views of each target by environment pairing. Yellow outlines depict the first and second attended locations. Visual targets are the first and second attended location (for each eye) for each pairing.



Supplemental Figure 3: Saliency maps for each target by environment pairing for dual-eye views exported from vizard. Highly salient objects are depicted as white. All visual targets are highly salient in each environment. There is little variation in the salience of visual objects across environments.